Colegiul Național “TudorVladimirescu”

Atestat la informatică

- Joc Greenfoot, *O lume nouă* -



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1. Ce este Greenfoot?

Greenfoot este un mediu interactiv de dezvoltare Java creat pentru a ajuta elevii să învețe programarea orientată pe obiect. Greenfoot permite dezvoltarea aplicațiilor grafice. Folosind Greenfoot, elevii învață limbajul de programare Java într-un mod distractiv și interesant.

1. Configurația tehnică a unui calculator pentru a putea crea un joc în Greenfoot.

Pentru a putea crea un joc în Greenfoot, calculatorul sau

laptopul trebuie să aiba următoarele caracteristici:

-să aibă instalat Greenfoot împreună cu Java JDK (**Java** este un limbaj de programare orientat pe obiect, conceput de către James Gosling la Sun Microsystems (acum filiala Oracle) la începutul anilor 90, fiind lansat în 1995. Cele mai multe aplicatii distribuite sunt scrise in Java, iar noile evoluții tehnologice permit utilizarea sa și pe dispozitive mobile gen telefon, agendă electronică etc. JDK formează un subset extins de un kit de dezvoltare software  (SDK). Acesta include "instrumente pentru dezvoltarea, depanarea, și monitorizarea aplicațiilor Java")

- Windows XP, Vista, Windows 7, Mac OSX (Leopard, Snow Leopard, Lion, sau Mountain Lion) sau Linux;

- procesor dual-core de cel puțin 2 GHz;

- spațiul disponibil pe hard disk să fie de minim 500 MB;

-cel puțin 1 GB RAM;

- placă grafică VGA cu o calitate ridicată a culorii și cel puțin 1024x768 rezoluție

1. Scenariu.

Marcel are o misiune. El trebuie să mănânce toți hamburgerii,cartofii, toate merele și bananele fără să atingă capcanele, cactușii, bombele, ciupercuțele sau șarpele. După ce și-a îndeplinit misiunea, Marcel trebuie sa ajungă la “căsuța-portal”, ce îl va teleporta într-o altă lume, la următorul nivel.

1. Obiecte statice.

bananan.png  cartof.png  casa1.png ciupecra.png

hamburgar.png platforma.png bus.png caăcana.png 

2 Obiecte mobile.

 sarpe.png platforma miscatoare.png

1. Coduri sursă:

-Marcel:

**import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)**

**import java.awt.Color;**

**/\*\***

**\* Write a description of class Mario here.**

**\***

**\* @author (your name)**

**\* @version (a version number or a date)**

**\*/**

**public class Marcel extends Actor**

**{**

**private final GreenfootImage RMidle= new GreenfootImage("marcel-idle.gif");**

**private final GreenfootImage RMjump= new GreenfootImage("marcel-jump.gif");**

**private final GreenfootImage RMwalk1= new GreenfootImage("marcel-walk1.gif");**

**private final GreenfootImage RMwalk2= new GreenfootImage("marcel-walk2.gif");**

**private final GreenfootImage RMwalk3= new GreenfootImage("marcel-walk3.gif");**

**private final GreenfootImage RMwalk4= new GreenfootImage("marcel-dead.gif");**

**private final GreenfootImage LMidle = new GreenfootImage(RMidle);**

**private final GreenfootImage LMjump = new GreenfootImage(RMjump);**

**private final GreenfootImage LMwalk1 = new GreenfootImage(RMwalk1);**

**private final GreenfootImage LMwalk2 = new GreenfootImage(RMwalk2);**

**private final GreenfootImage LMwalk3 = new GreenfootImage(RMwalk3);**

**private int speed = 4;**

**private int frame;**

**private boolean walking;**

**private boolean facingRight;**

**private boolean isKeyPressed;**

**private boolean jumping;**

**private boolean onGround;**

**private int animationCounter = 0;**

**int gravity;**

**private int ySpeed;**

**private int apexTimer;**

**private int vSpeed = 0;**

**private int acceleration = 1;**

**private int jumpStrength = 16;**

**int world = 0;**

**private boolean haskey = false;**

**private int direction = 1; // 1 = right and -1 = left**

**int worldWidth;**

**GreenfootSound win = new GreenfootSound("win.mp3");**

**GreenfootSound squeak = new GreenfootSound("Super Mario Bros - Game Over - Sound Effect [HQ].mp3");**

**/\*\***

**\* An example of a method - replace this comment with your own**

**\*/**

**public Marcel()**

**{**

**{**

**GreenfootImage image = getImage();**

**image.scale(30, 40);**

**setImage(image);**

**}**

**{**

**setImage(RMidle);**

**walking = false;**

**facingRight = true;**

**RMidle.scale(38,50);**

**RMjump.scale(51,50);**

**RMwalk1.scale(48,50);**

**RMwalk2.scale(36,50);**

**RMwalk3.scale(44,50);**

**RMwalk4.scale(44,50);**

**LMidle.scale(38,50);**

**LMjump.scale(51,50);**

**LMwalk1.scale(48,50);**

**LMwalk2.scale(36,50);**

**LMwalk3.scale(44,50);**

**LMidle.mirrorHorizontally();**

**LMjump.mirrorHorizontally();**

**LMwalk1.mirrorHorizontally();**

**LMwalk2.mirrorHorizontally();**

**LMwalk3.mirrorHorizontally();**

**}**

**}**

**/\*\***

**\* Act - do whatever the Mario wants to do. This method is called whenever**

**\* the 'Act' or 'Run' button gets pressed in the environment.**

**\*/**

**public void act()**

**{**

**checkFall();**

**checkKey();**

**platformAbove();**

**checkRightWalls();**

**checkLeftWalls();**

**exit();**

**intra();**

**inapoi();**

**animationCounter++;**

**hitInamic();**

**}**

**/\*\***

**\* An example of a method - replace this comment with your own**

**\*/**

**public void checkKey()**

**{**

**if(Greenfoot.isKeyDown("space") && jumping == false)**

**{**

**jump();**

**}**

**if(Greenfoot.isKeyDown("right"))**

**{**

**direction = 1;**

**moveRight();**

**}**

**if(Greenfoot.isKeyDown("left"))**

**{**

**direction = -1;**

**moveLeft();**

**}**

**}**

**public void moveRight()**

**{**

**setLocation(getX()+speed, getY());**

**if(animationCounter % 4 == 0)**

**{**

**animateRight();**

**}**

**}**

**public void animateRight()**

**{**

**walking = true;**

**facingRight = true;**

**frame ++;**

**if(frame==1)**

**{**

**setImage(RMidle);**

**}**

**else if(frame==2)**

**{**

**setImage(RMwalk1);**

**}**

**else if(frame==3)**

**{**

**setImage(RMwalk2);**

**}**

**else if (frame==4)**

**{**

**setImage(RMwalk3);**

**frame = 1;**

**return;**

**}**

**}**

**public void moveLeft()**

**{**

**setLocation(getX()-speed, getY());**

**if(animationCounter %4 == 0)**

**{**

**animateLeft();**

**}**

**}**

**public void animateLeft()**

**{**

**walking = true;**

**facingRight = false;**

**frame ++;**

**if(frame==1)**

**{**

**setImage(LMidle);**

**}**

**else if(frame==2)**

**{**

**setImage(LMwalk1);**

**}**

**else if(frame==3)**

**{**

**setImage(LMwalk2);**

**}**

**else if (frame==4)**

**{**

**setImage(LMwalk3);**

**frame = 1;**

**return;**

**}**

**}**

**public void stopWalking()**

**{**

**walking = false;**

**if (facingRight)**

**setImage (RMidle);**

**else**

**setImage (LMidle);**

**}**

**public boolean platformAbove()**

**{**

**int spriteHeight = getImage().getHeight();**

**int yDistance = (int)(spriteHeight/-2);**

**Actor ceiling = getOneObjectAtOffset(0, yDistance, autobuzmiscator.class);**

**if(ceiling != null)**

**{**

**vSpeed = 1;**

**bopHead(ceiling);**

**return true;**

**}**

**else**

**{**

**return false;**

**}**

**}**

**public boolean checkRightWalls()**

**{**

**int spriteWidth = getImage().getWidth();**

**int xDistance = (int)(spriteWidth/2);**

**Actor rightWall = getOneObjectAtOffset(xDistance, 0, autobuzmiscator.class);**

**if(rightWall == null)**

**{**

**return false;**

**}**

**else**

**{**

**stopByRightWall(rightWall);**

**return true;**

**}**

**}**

**public void stopByRightWall(Actor rightWall)**

**{**

**int wallWidth = rightWall.getImage().getWidth();**

**int newX = rightWall.getX() - (wallWidth + getImage().getWidth())/2;**

**setLocation(newX - 5, getY());**

**}**

**public boolean checkLeftWalls()**

**{**

**int spriteWidth = getImage().getWidth();**

**int xDistance = (int)(spriteWidth/-2);**

**Actor leftWall = getOneObjectAtOffset(xDistance, 0, autobuzmiscator.class);**

**if(leftWall == null)**

**{**

**return false;**

**}**

**else**

**{**

**stopByLeftWall(leftWall);**

**return true;**

**}**

**}**

**public void stopByLeftWall(Actor leftWall)**

**{**

**int wallWidth = leftWall.getImage().getWidth();**

**int newX = leftWall.getX() + (wallWidth + getImage().getWidth())/2;**

**setLocation(newX + 5, getY());**

**}**

**public void bopHead(Actor ceiling)**

**{**

**int ceilingHeight = ceiling.getImage().getHeight();**

**int newY = ceiling.getY() + (ceilingHeight + getImage().getHeight())/2;**

**setLocation(getX(), newY);**

**}**

**public void fall()**

**{**

**setLocation(getX(), getY() + vSpeed);**

**if(vSpeed <=6)**

**{**

**vSpeed = vSpeed + acceleration;**

**}**

**jumping = true;**

**setLocation(getX(), getY() + 1);**

**}**

**public boolean onGround()**

**{**

**int spriteHeight = getImage().getHeight();**

**int yDistance = (int)(spriteHeight/2) + 5;**

**Actor ground = getOneObjectAtOffset(0, getImage().getHeight()/2, autobuzmiscator.class);**

**if(ground == null)**

**{**

**jumping = true;**

**return false;**

**}**

**else**

**{**

**moveToGround(ground);**

**return true;**

**}**

**}**

**public void moveToGround(Actor ground)**

**{**

**int groundHeight = ground.getImage().getHeight();**

**int newY = ground.getY() - (groundHeight + getImage().getHeight())/2;**

**setLocation(getX(), newY);**

**jumping = false;**

**}**

**public void checkFall()**

**{**

**if(onGround())**

**{**

**vSpeed = 0;**

**}**

**else**

**{**

**fall();**

**}**

**}**

**public void jump()**

**{**

**vSpeed = vSpeed - jumpStrength;**

**jumping = true;**

**fall();**

**}**

**public void intra() // If Player has the key, they can open the door.**

**{**

**Actor casa1 = getOneIntersectingObject(casa1.class);**

**// if (canSee(casa.class) && (score == 1 == true) )**

**if(casa1 != null)**

**{**

**win.play();**

**World myWorld = getWorld();**

**Win win = new Win();**

**myWorld.addObject(win, myWorld.getWidth()/2, myWorld.getHeight()/2);**

**Greenfoot.stop();**

**}**

**}**

**public void inapoi() // If Player has the key, they can open the door.**

**{**

**Actor casa = getOneIntersectingObject(casa.class);**

**// if (canSee(casa.class) && (score == 1 == true) )**

**if(casa != null)**

**{**

**win.play();**

**World myWorld = getWorld();**

**Win win = new Win();**

**myWorld.addObject(win, myWorld.getWidth()/2, myWorld.getHeight()/2);**

**Greenfoot.setWorld(new fundal());**

**}**

**} public void exit() // If Player has the key, they can open the door.**

**{**

**Actor casa2 = getOneIntersectingObject(casa2.class);**

**// if (canSee(casa.class) && (score == 1 == true) )**

**if(casa2 != null)**

**{**

**win.play();**

**World myWorld = getWorld();**

**Win win = new Win();**

**myWorld.addObject(win, myWorld.getWidth()/2, myWorld.getHeight()/2);**

**Greenfoot.setWorld(new Fundal2());**

**}**

**}**

**/\*\***

**\* Return true if we can see an object of class 'clss' right where we are.**

**\* False if there is no such object here.**

**\*/**

**public boolean canSee(Class clss)**

**{**

**Actor actor = getOneObjectAtOffset(0, 0, clss);**

**return actor != null;**

**}**

**/\*\***

**\* Try to grab an object of class 'clss'. This is only successful if there**

**\* is such an object where we currently are. Otherwise this method does**

**\* nothing.**

**\*/**

**public void get(Class clss)**

**{**

**Actor actor = getOneObjectAtOffset(0, 0, clss);**

**if(actor != null) {**

**getWorld().removeObject(actor);**

**}**

**}**

**public void hitInamic()**

**{**

**Actor inamic = getOneIntersectingObject(inamic.class);**

**if(inamic != null )**

**{**

**World myWorld = getWorld();**

**GameOver gameover = new GameOver();**

**myWorld.addObject(gameover, myWorld.getWidth()/2, myWorld.getHeight()/2);**

**squeak.play();**

**setImage("marcel-dead.gif");**

**myWorld.removeObject(this);**

**Greenfoot.stop();**

**} }**

-Șarpe:

**import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)**

**\* Write a description of class sarpe here.**

**\***

**\* @author (your name)**

**\* @version (a version number or a date)**

**\*/**

**public class sarpe extends inamic**

**{ private int direction = 2;**

**public void act()**

**{**

**moveAround();**

**}**

**/\*\***

**\* Move the snake horizontal and let it turn at world edges**

**\*/**

**private void moveAround()**

**{**

**if ((direction == -2 && getX() <= 5) || (direction == 2 && getX() >= getWorld().getWidth()-5))**

**{**

**direction = -direction;**

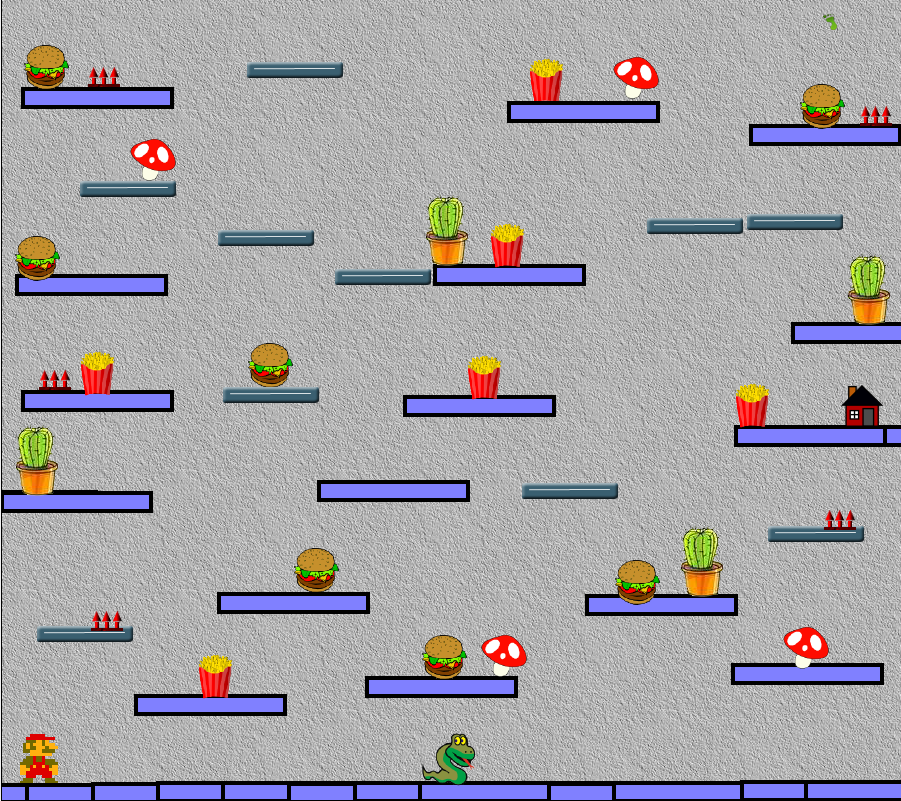
**if (direction == 2) setImage("snake2.png"); else setImage("snake2Copy.png");**

**}**

**setLocation(getX()+direction, getY());**

**}**

**-**Nivelul 1:



**import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)**

**/\*\***

**\* Write a description of class fundal here.**

**\***

**\* @author (your name)**

**\* @version (a version number or a date)**

**\*/**

**public class fundal extends World**

**{ GreenfootSound myMusic = new GreenfootSound("03 Super Mario World Overworld.mid");**

**Counter counter = new Counter();**

**/\*\***

**\* Constructor for objects of class fundal.**

**\***

**\*/**

**public fundal()**

**{**

**super(900, 800, 1); // Create a new world with 600x400 cells with a cell size of 1x1 pixels.**

**prepare();**

**}**

**public Counter getCounter()**

**{**

**return counter;**

**}**

**/\*\***

**\* Prepare the world for the start of the program. That is: create the initial**

**\* objects and add them to the world.**

**\*/**

**private void prepare()**

**{**

**addObject(counter, 100,40);**

**casa casa = new casa();**

**addObject(casa, 877, 406);**

**Marcel Marcel = new Marcel();**

**addObject(Marcel, 24, 782);**

**Marcel.setLocation(19, 778);**

**autobuz autobuz = new autobuz();**

**addObject(autobuz, 122, 753);**

**autobuz autobuz2 = new autobuz();**

**addObject(autobuz2, 192, 759);**

**autobuz autobuz3 = new autobuz();**

**addObject(autobuz3, 266, 751);**

**autobuz autobuz4 = new autobuz();**

**addObject(autobuz4, 375, 687);**

**autobuz autobuz5 = new autobuz();**

**addObject(autobuz5, 451, 689);**

**autobuz autobuz6 = new autobuz();**

**addObject(autobuz6, 523, 691);**

**autobuz autobuz7 = new autobuz();**

**addObject(autobuz7, 741, 675);**

**autobuz autobuz8 = new autobuz();**

**addObject(autobuz8, 814, 679);**

**autobuz autobuz9 = new autobuz();**

**addObject(autobuz9, 630, 597);**

**autobuz autobuz10 = new autobuz();**

**addObject(autobuz10, 304, 593);**

**autobuz autobuz11 = new autobuz();**

**addObject(autobuz11, 242, 597);**

**autobuz autobuz12 = new autobuz();**

**addObject(autobuz12, 65, 506);**

**autobuz autobuz13 = new autobuz();**

**addObject(autobuz13, 138, 508);**

**autobuz autobuz14 = new autobuz();**

**addObject(autobuz14, 217, 515);**

**autobuz autobuz15 = new autobuz();**

**addObject(autobuz15, 299, 509);**

**autobuz autobuz16 = new autobuz();**

**addObject(autobuz16, 493, 411);**

**autobuz autobuz17 = new autobuz();**

**addObject(autobuz17, 493, 411);**

**autobuz autobuz18 = new autobuz();**

**addObject(autobuz18, 456, 493);**

**autobuz autobuz19 = new autobuz();**

**addObject(autobuz19, 456, 493);**

**autobuz autobuz20 = new autobuz();**

**addObject(autobuz20, 510, 528);**

**autobuz autobuz21 = new autobuz();**

**addObject(autobuz21, 578, 609);**

**autobuz autobuz22 = new autobuz();**

**addObject(autobuz22, 504, 596);**

**autobuz autobuz23 = new autobuz();**

**addObject(autobuz23, 504, 596);**

**autobuz autobuz24 = new autobuz();**

**addObject(autobuz24, 504, 596);**

**autobuz autobuz25 = new autobuz();**

**addObject(autobuz25, 504, 596);**

**autobuz autobuz26 = new autobuz();**

**addObject(autobuz26, 504, 596);**

**autobuz autobuz27 = new autobuz();**

**addObject(autobuz27, 504, 596);**

**autobuz autobuz28 = new autobuz();**

**addObject(autobuz28, 504, 596);**

**autobuz autobuz29 = new autobuz();**

**addObject(autobuz29, 504, 596);**

**autobuz autobuz30 = new autobuz();**

**addObject(autobuz30, 504, 596);**

**autobuz autobuz31 = new autobuz();**

**addObject(autobuz31, 504, 596);**

**autobuz autobuz32 = new autobuz();**

**addObject(autobuz32, 504, 596);**

**autobuz autobuz33 = new autobuz();**

**addObject(autobuz33, 504, 596);**

**autobuz2.setLocation(186, 751);**

**autobuz.setLocation(126, 742);**

**autobuz2.setLocation(189, 741);**

**autobuz3.setLocation(253, 738);**

**autobuz3.setLocation(252, 738);**

**autobuz3.setLocation(251, 741);**

**autobuz5.setLocation(439, 687);**

**autobuz6.setLocation(504, 686);**

**autobuz8.setLocation(805, 674);**

**autobuz9.setLocation(694, 603);**

**autobuz21.setLocation(629, 606);**

**autobuz21.setLocation(629, 605);**

**autobuz33.setLocation(565, 604);**

**autobuz32.setLocation(385, 569);**

**autobuz10.setLocation(304, 596);**

**autobuz32.setLocation(385, 569);**

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**autobuz32.setLocation(385, 569);**

**autobuz32.setLocation(385, 569);**

**autobuz32.setLocation(385, 569);**

**autobuz32.setLocation(385, 569);**

**autobuz32.setLocation(385, 569);**

**autobuz32.setLocation(284, 346);**

**autobuz12.setLocation(59, 503);**

**autobuz13.setLocation(124, 503);**

**autobuz12.setLocation(59, 503);**

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**autobuz12.setLocation(19, 501);**

**autobuz13.setLocation(83, 500);**

**autobuz14.setLocation(147, 502);**

**autobuz13.setLocation(82, 500);**

**autobuz14.setLocation(144, 500);**

**autobuz15.setLocation(393, 490);**

**autobuz15.setLocation(391, 491);**

**autobuz20.setLocation(870, 436);**

**autobuz31.setLocation(808, 434);**

**autobuz30.setLocation(744, 434);**

**autobuz31.setLocation(808, 436);**

**autobuz30.setLocation(746, 436);**

**autobuz19.setLocation(456, 489);**

**autobuz19.setLocation(515, 481);**

**autobuz18.setLocation(454, 491);**

**autobuz19.setLocation(518, 486);**

**autobuz19.setLocation(518, 490);**

**autobuz17.setLocation(284, 408);**

**autobuz16.setLocation(476, 409);**

**autobuz32.setLocation(116, 402);**

**autobuz17.setLocation(284, 404);**

**autobuz16.setLocation(477, 406);**

**autobuz29.setLocation(629, 327);**

**autobuz28.setLocation(695, 326);**

**autobuz28.setLocation(693, 326);**

**autobuz27.setLocation(758, 324);**

**autobuz27.setLocation(758, 327);**

**autobuz28.setLocation(693, 328);**

**autobuz27.setLocation(757, 329);**

**autobuz26.setLocation(507, 275);**

**autobuz25.setLocation(445, 267);**

**autobuz25.setLocation(446, 272);**

**autobuz24.setLocation(383, 272);**

**autobuz25.setLocation(447, 274);**

**autobuz23.setLocation(35, 270);**

**autobuz22.setLocation(142, 199);**

**autobuz autobuz34 = new autobuz();**

**addObject(autobuz34, 36, 96);**

**autobuz autobuz35 = new autobuz();**

**addObject(autobuz35, 106, 99);**

**autobuz autobuz36 = new autobuz();**

**addObject(autobuz36, 175, 101);**

**autobuz autobuz37 = new autobuz();**

**addObject(autobuz37, 565, 95);**

**autobuz autobuz38 = new autobuz();**

**addObject(autobuz38, 638, 95);**

**autobuz autobuz39 = new autobuz();**

**addObject(autobuz39, 708, 101);**

**autobuz autobuz40 = new autobuz();**

**addObject(autobuz40, 857, 111);**

**autobuz35.setLocation(100, 93);**

**autobuz35.setLocation(100, 94);**

**autobuz36.setLocation(164, 93);**

**autobuz38.setLocation(630, 94);**

**autobuz39.setLocation(696, 95);**

**autobuz39.setLocation(691, 93);**

**autobuz40.setLocation(862, 95);**

**cactus cactus = new cactus();**

**addObject(cactus, 243, 559);**

**cactus cactus2 = new cactus();**

**addObject(cactus2, 696, 564);**

**cactus2.setLocation(696, 560);**

**cactus cactus3 = new cactus();**

**addObject(cactus3, 383, 236);**

**cactus3.setLocation(442, 233);**

**sarpe sarpe = new sarpe();**

**addObject(sarpe, 41, 473);**

**sarpe.setLocation(33, 473);**

**sarpe sarpe2 = new sarpe();**

**addObject(sarpe2, 406, 467);**

**sarpe sarpe3 = new sarpe();**

**addObject(sarpe3, 575, 68);**

**sarpe sarpe4 = new sarpe();**

**addObject(sarpe4, 754, 406);**

**sarpe sarpe5 = new sarpe();**

**addObject(sarpe5, 444, 657);**

**sarpe sarpe6 = new sarpe();**

**addObject(sarpe6, 110, 64);**

**Marcel.setLocation(32, 753);**

**Marcel.setLocation(22, 776);**

**removeObject(autobuz22);**

**removeObject(autobuz19);**

**removeObject(autobuz29);**

**autobuz28.setLocation(820, 330);**

**removeObject(autobuz39);**

**autobuz1 autobuz1 = new autobuz1();**

**addObject(autobuz1, 734, 96);**

**autobuz1 autobuz110 = new autobuz1();**

**addObject(autobuz110, 612, 484);**

**autobuz1 autobuz111 = new autobuz1();**

**addObject(autobuz111, 181, 211);**

**autobuz1 autobuz112 = new autobuz1();**

**addObject(autobuz112, 83, 634);**

**autobuz110.setLocation(590, 490);**

**autobuz110.setLocation(568, 491);**

**Hamburger hamburger = new Hamburger();**

**addObject(hamburger, 44, 67);**

**Hamburger hamburger2 = new Hamburger();**

**addObject(hamburger2, 865, 74);**

**Hamburger hamburger3 = new Hamburger();**

**addObject(hamburger3, 118, 386);**

**Hamburger hamburger4 = new Hamburger();**

**addObject(hamburger4, 821, 410);**

**Hamburger hamburger5 = new Hamburger();**

**addObject(hamburger5, 511, 255);**

**Hamburger hamburger6 = new Hamburger();**

**addObject(hamburger6, 314, 570);**

**Hamburger hamburger7 = new Hamburger();**

**addObject(hamburger7, 386, 674);**

**Hamburger hamburger8 = new Hamburger();**

**addObject(hamburger8, 134, 719);**

**Hamburger hamburger9 = new Hamburger();**

**addObject(hamburger9, 635, 582);**

**hamburger5.setLocation(510, 253);**

**hamburger7.setLocation(386, 663);**

**hamburger2.setLocation(865, 71);**

**Hamburger hamburger10 = new Hamburger();**

**addObject(hamburger10, 192, 191);**

**hamburger10.setLocation(184, 187);**

**Hamburger hamburger11 = new Hamburger();**

**addObject(hamburger11, 487, 380);**

**hamburger11.setLocation(482, 380);**

**removeObject(sarpe5);**

**removeObject(sarpe2);**

**removeObject(sarpe4);**

**removeObject(sarpe3);**

**removeObject(autobuz24);**

**Brick brick = new Brick();**

**addObject(brick, 389, 282);**

**brick.setLocation(382, 274);**

**hamburger10.setLocation(34, 247);**

**Marcel.setLocation(41, 665);**

**hamburger8.setLocation(152, 648);**

**autobuz.setLocation(36, 795);**

**autobuz2.setLocation(104, 787);**

**autobuz2.setLocation(102, 792);**

**autobuz2.setLocation(100, 794);**

**autobuz3.setLocation(164, 791);**

**autobuz3.setLocation(165, 793);**

**autobuz1 autobuz113 = new autobuz1();**

**addObject(autobuz113, 313, 771);**

**autobuz1 autobuz114 = new autobuz1();**

**addObject(autobuz114, 391, 772);**

**autobuz1 autobuz115 = new autobuz1();**

**addObject(autobuz115, 442, 762);**

**autobuz1 autobuz116 = new autobuz1();**

**addObject(autobuz116, 491, 755);**

**autobuz1 autobuz117 = new autobuz1();**

**addObject(autobuz117, 561, 748);**

**autobuz1 autobuz118 = new autobuz1();**

**addObject(autobuz118, 631, 747);**

**autobuz1 autobuz119 = new autobuz1();**

**addObject(autobuz119, 692, 746);**

**autobuz1 autobuz120 = new autobuz1();**

**addObject(autobuz120, 758, 743);**

**autobuz113.setLocation(230, 790);**

**autobuz113.setLocation(230, 793);**

**autobuz114.setLocation(295, 795);**

**autobuz114.setLocation(295, 793);**

**autobuz115.setLocation(361, 793);**

**autobuz115.setLocation(359, 793);**

**autobuz116.setLocation(424, 792);**

**autobuz117.setLocation(489, 792);**

**autobuz118.setLocation(554, 793);**

**autobuz.setLocation(34, 794);**

**autobuz2.setLocation(99, 794);**

**autobuz119.setLocation(619, 793);**

**autobuz120.setLocation(685, 792);**

**autobuz1 autobuz121 = new autobuz1();**

**addObject(autobuz121, 724, 746);**

**autobuz1 autobuz122 = new autobuz1();**

**addObject(autobuz122, 807, 742);**

**autobuz1 autobuz123 = new autobuz1();**

**addObject(autobuz123, 860, 719);**

**autobuz121.setLocation(749, 793);**

**autobuz120.setLocation(685, 793);**

**autobuz122.setLocation(814, 791);**

**autobuz122.setLocation(814, 793);**

**autobuz123.setLocation(880, 791);**

**autobuz123.setLocation(880, 793);**

**hamburger8.setLocation(89, 610);**

**removeObject(autobuz113);**

**removeObject(autobuz114);**

**removeObject(autobuz115);**

**removeObject(autobuz116);**

**removeObject(autobuz117);**

**removeObject(autobuz118);**

**removeObject(autobuz119);**

**removeObject(autobuz120);**

**removeObject(autobuz121);**

**removeObject(autobuz122);**

**removeObject(autobuz123);**

**autobuz autobuz41 = new autobuz();**

**addObject(autobuz41, 266, 751);**

**autobuz autobuz42 = new autobuz();**

**addObject(autobuz42, 320, 751);**

**autobuz autobuz43 = new autobuz();**

**addObject(autobuz43, 389, 746);**

**autobuz autobuz44 = new autobuz();**

**addObject(autobuz44, 497, 738);**

**autobuz autobuz45 = new autobuz();**

**addObject(autobuz45, 593, 744);**

**autobuz autobuz46 = new autobuz();**

**addObject(autobuz46, 628, 735);**

**autobuz autobuz47 = new autobuz();**

**addObject(autobuz47, 694, 735);**

**autobuz autobuz48 = new autobuz();**

**addObject(autobuz48, 761, 727);**

**autobuz autobuz49 = new autobuz();**

**addObject(autobuz49, 761, 727);**

**autobuz autobuz50 = new autobuz();**

**addObject(autobuz50, 799, 727);**

**autobuz41.setLocation(266, 751);**

**autobuz41.setLocation(230, 791);**

**autobuz41.setLocation(230, 792);**

**autobuz42.setLocation(295, 792);**

**autobuz43.setLocation(360, 790);**

**autobuz43.setLocation(361, 793);**

**autobuz44.setLocation(427, 794);**

**autobuz46.setLocation(494, 792);**

**autobuz44.setLocation(427, 793);**

**autobuz44.setLocation(427, 791);**

**autobuz44.setLocation(427, 792);**

**autobuz46.setLocation(491, 792);**

**autobuz46.setLocation(492, 792);**

**autobuz45.setLocation(557, 790);**

**autobuz45.setLocation(557, 792);**

**autobuz47.setLocation(622, 790);**

**autobuz47.setLocation(621, 793);**

**autobuz47.setLocation(621, 793);**

**autobuz49.setLocation(686, 792);**

**autobuz48.setLocation(750, 790);**

**autobuz48.setLocation(750, 793);**

**autobuz48.setLocation(750, 792);**

**autobuz50.setLocation(814, 790);**

**autobuz50.setLocation(814, 791);**

**autobuz autobuz51 = new autobuz();**

**addObject(autobuz51, 873, 791);**

**autobuz51.setLocation(878, 791);**

**Marcel.setLocation(37, 759);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(89, 610);**

**hamburger8.setLocation(571, 68);**

**removeObject(sarpe);**

**removeObject(sarpe6);**

**sarpe sarpe7 = new sarpe();**

**addObject(sarpe7, 684, 758);**

**sarpe7.setLocation(673, 757);**

**hamburger4.setLocation(751, 411);**

**casa.setLocation(803, 409);**

**casa.setLocation(807, 405);**

**cactus cactus4 = new cactus();**

**addObject(cactus4, 31, 459);**

**autobuz35.setLocation(102, 154);**

**cactus cactus5 = new cactus();**

**addObject(cactus5, 106, 119);**

**cactus5.setLocation(100, 112);**

**autobuz1.setLocation(745, 154);**

**cactus cactus6 = new cactus();**

**addObject(cactus6, 747, 112);**

**autobuz1.setLocation(750, 157);**

**sarpe7.setLocation(453, 755);**

**sarpe7.setLocation(447, 759);**

**cactus cactus7 = new cactus();**

**addObject(cactus7, 762, 296);**

**cactus7.setLocation(759, 288);**

**autobuz autobuz52 = new autobuz();**

**addObject(autobuz52, 208, 705);**

**autobuz23.setLocation(36, 284);**

**hamburger10.setLocation(35, 258);**

**autobuz111.setLocation(232, 213);**

**autobuz1.setLocation(620, 330);**

**autobuz1.setLocation(621, 329);**

**autobuz autobuz53 = new autobuz();**

**addObject(autobuz53, 758, 163);**

**autobuz53.setLocation(749, 158);**

**autobuz40.setLocation(813, 73);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(865, 71);**

**hamburger2.setLocation(814, 46);**

**autobuz53.setLocation(706, 186);**

**cactus6.setLocation(707, 144);**

**autobuz53.setLocation(674, 203);**

**cactus6.setLocation(676, 160);**

**autobuz40.setLocation(823, 135);**

**hamburger2.setLocation(820, 106);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(100, 40);**

**counter.setLocation(828, 22);**

**removeObject(hamburger11);**

**removeObject(hamburger3);**

**removeObject(hamburger7);**

**removeObject(hamburger4);**

**removeObject(hamburger8);**

**cartofi cartofi = new cartofi();**

**addObject(cartofi, 119, 373);**

**cartofi.setLocation(117, 371);**

**cartofi.setLocation(117, 375);**

**cartofi cartofi2 = new cartofi();**

**addObject(cartofi2, 215, 674);**

**cartofi2.setLocation(213, 676);**

**cartofi cartofi3 = new cartofi();**

**addObject(cartofi3, 486, 378);**

**cartofi3.setLocation(482, 377);**

**cartofi cartofi4 = new cartofi();**

**addObject(cartofi4, 576, 63);**

**cartofi4.setLocation(570, 65);**

**cartofi cartofi5 = new cartofi();**

**addObject(cartofi5, 239, 185);**

**cartofi5.setLocation(236, 182);**

**Hamburger hamburger12 = new Hamburger();**

**addObject(hamburger12, 443, 661);**

**hamburger12.setLocation(442, 657);**

**removeObject(cactus);**

**removeObject(cactus6);**

**removeObject(cactus3);**

**Ciuperca ciuperca = new Ciuperca();**

**addObject(ciuperca, 398, 465);**

**ciuperca.setLocation(246, 567);**

**Ciuperca ciuperca2 = new Ciuperca();**

**addObject(ciuperca2, 637, 68);**

**autobuz53.setLocation(710, 186);**

**ciuperca2.setLocation(631, 69);**

**autobuz38.setLocation(626, 107);**

**autobuz37.setLocation(564, 105);**

**autobuz37.setLocation(561, 108);**

**cartofi4.setLocation(570, 77);**

**ciuperca2.setLocation(634, 77);**

**Ciuperca ciuperca3 = new Ciuperca();**

**addObject(ciuperca3, 383, 247);**

**ciuperca3.setLocation(380, 245);**

**Ciuperca ciuperca4 = new Ciuperca();**

**addObject(ciuperca4, 506, 664);**

**ciuperca4.setLocation(502, 655);**

**ciuperca3.setLocation(804, 647);**

**autobuz1 autobuz124 = new autobuz1();**

**addObject(autobuz124, 509, 112);**

**autobuz124.setLocation(498, 107);**

**cartofi4.setLocation(544, 80);**

**hamburger5.setLocation(449, 251);**

**cactus5.setLocation(277, 361);**

**cactus5.setLocation(254, 524);**

**ciuperca.setLocation(246, 567);**

**ciuperca.setLocation(246, 567);**

**ciuperca.setLocation(246, 567);**

**ciuperca.setLocation(246, 567);**

**ciuperca.setLocation(102, 121);**

**cactus5.setLocation(426, 228);**

**cactus5.setLocation(398, 223);**

**hamburger5.setLocation(503, 249);**

**cactus5.setLocation(438, 229);**

**cartofi cartofi6 = new cartofi();**

**addObject(cartofi6, 389, 246);**

**hamburger5.setLocation(379, 249);**

**cartofi6.setLocation(393, 253);**

**cartofi6.setLocation(505, 245);**

**hamburger5.setLocation(385, 244);**

**cactus5.setLocation(440, 229);**

**cactus5.setLocation(441, 229);**

**cartofi.setLocation(117, 370);**

**hamburger5.setLocation(287, 376);**

**removeObject(autobuz124);**

**autobuz autobuz54 = new autobuz();**

**addObject(autobuz54, 504, 114);**

**autobuz54.setLocation(497, 107);**

**cartofi5.setLocation(554, 365);**

**autobuz1.setLocation(182, 213);**

**autobuz1.setLocation(170, 214);**

**autobuz1.setLocation(170, 222);**

**autobuz111.setLocation(262, 210);**

**autobuz1.setLocation(199, 211);**

**autobuz1.setLocation(182, 266);**

**cartofi5.setLocation(554, 365);**

**cartofi5.setLocation(554, 365);**

**cartofi5.setLocation(554, 365);**

**cartofi5.setLocation(554, 365);**

**cartofi5.setLocation(554, 365);**

**cartofi5.setLocation(554, 365);**

**cartofi5.setLocation(861, 408);**

**cartofi5.setLocation(750, 405);**

**casa.setLocation(839, 405);**

**autobuz111.setLocation(244, 210);**

**autobuz1.setLocation(167, 265);**

**autobuz32.setLocation(85, 401);**

**cartofi.setLocation(87, 365);**

**autobuz17.setLocation(266, 362);**

**hamburger5.setLocation(267, 336);**

**autobuz17.setLocation(266, 366);**

**autobuz32.setLocation(95, 401);**

**cartofi.setLocation(95, 373);**

**autobuz111.setLocation(264, 175);**

**autobuz1.setLocation(167, 277);**

**autobuz1.setLocation(158, 282);**

**autobuz111.setLocation(245, 205);**

**autobuz1 autobuz125 = new autobuz1();**

**addObject(autobuz125, 639, 496);**

**autobuz125.setLocation(632, 491);**

**autobuz1 autobuz126 = new autobuz1();**

**addObject(autobuz126, 779, 192);**

**autobuz126.setLocation(773, 185);**

**autobuz1 autobuz127 = new autobuz1();**

**addObject(autobuz127, 844, 190);**

**autobuz127.setLocation(838, 185);**

**removeObject(autobuz53);**

**autobuz1 autobuz128 = new autobuz1();**

**addObject(autobuz128, 706, 170);**

**autobuz128.setLocation(709, 184);**

**autobuz1 autobuz129 = new autobuz1();**

**addObject(autobuz129, 34, 164);**

**removeObject(autobuz35);**

**autobuz1 autobuz130 = new autobuz1();**

**addObject(autobuz130, 108, 168);**

**autobuz130.setLocation(123, 159);**

**autobuz129.setLocation(58, 160);**

**removeObject(autobuz1);**

**autobuz111.setLocation(216, 211);**

**ciuperca.setLocation(103, 130);**

**autobuz autobuz55 = new autobuz();**

**addObject(autobuz55, 107, 292);**

**autobuz55.setLocation(100, 282);**

**autobuz55.setLocation(100, 285);**

**autobuz17.setLocation(247, 371);**

**hamburger5.setLocation(244, 340);**

**cactus7.setLocation(803, 285);**

**autobuz28.setLocation(865, 333);**

**autobuz27.setLocation(800, 336);**

**cactus7.setLocation(863, 288);**

**autobuz27.setLocation(800, 334);**

**hamburger5.setLocation(273, 340);**

**hamburger5.setLocation(256, 344);**

**autobuz6.setLocation(570, 705);**

**removeObject(autobuz6);**

**removeObject(autobuz4);**

**removeObject(autobuz21);**

**removeObject(autobuz9);**

**autobuz33.setLocation(659, 605);**

**autobuz7.setLocation(741, 710);**

**removeObject(autobuz7);**

**removeObject(autobuz18);**

**removeObject(autobuz14);**

**removeObject(autobuz30);**

**removeObject(autobuz27);**

**removeObject(brick);**

**removeObject(autobuz25);**

**Brick brick2 = new Brick();**

**addObject(brick2, 381, 277);**

**removeObject(autobuz38);**

**removeObject(autobuz37);**

**autobuz54.setLocation(581, 112);**

**removeObject(autobuz36);**

**removeObject(autobuz55);**

**autobuz23.setLocation(89, 285);**

**autobuz34.setLocation(95, 98);**

**autobuz130.setLocation(165, 166);**

**autobuz111.setLocation(264, 238);**

**autobuz129.setLocation(86, 176);**

**autobuz130.setLocation(175, 176);**

**autobuz129.setLocation(113, 175);**

**ciuperca.setLocation(189, 150);**

**removeObject(autobuz10);**

**autobuz11.setLocation(291, 603);**

**autobuz126.setLocation(729, 222);**

**autobuz127.setLocation(793, 222);**

**autobuz128.setLocation(425, 307);**

**autobuz129.setLocation(113, 177);**

**autobuz128.setLocation(293, 70);**

**autobuz130.setLocation(165, 204);**

**removeObject(autobuz130);**

**autobuz129.setLocation(126, 189);**

**ciuperca.setLocation(151, 159);**

**autobuz13.setLocation(74, 502);**

**autobuz17.setLocation(254, 369);**

**removeObject(autobuz17);**

**autobuz1 autobuz131 = new autobuz1();**

**addObject(autobuz131, 269, 395);**

**hamburger5.setLocation(268, 365);**

**autobuz125.setLocation(814, 534);**

**autobuz126.setLocation(693, 226);**

**bomba bomba = new bomba();**

**addObject(bomba, 49, 371);**

**bomba.setLocation(43, 366);**

**bomba bomba2 = new bomba();**

**addObject(bomba2, 409, 467);**

**removeObject(bomba2);**

**removeObject(bomba);**

**sageti sageti = new sageti();**

**addObject(sageti, 809, 517);**

**sageti sageti2 = new sageti();**

**addObject(sageti2, 87, 612);**

**sageti sageti3 = new sageti();**

**addObject(sageti3, 877, 113);**

**sageti3.setLocation(874, 110);**

**sageti.setLocation(812, 513);**

**sageti2.setLocation(86, 612);**

**sageti sageti4 = new sageti();**

**addObject(sageti4, 57, 380);**

**sageti4.setLocation(53, 374);**

**sageti sageti5 = new sageti();**

**addObject(sageti5, 119, 79);**

**sageti5.setLocation(102, 71);**

**sageti2.setLocation(105, 616);**

**sageti2.setLocation(105, 615);**

**sageti.setLocation(838, 514);**

**removeObject(casa);**

**casa2 casa2 = new casa2();**

**addObject(casa2, 862, 408);**

**casa2.setLocation(860, 405);**

**}**

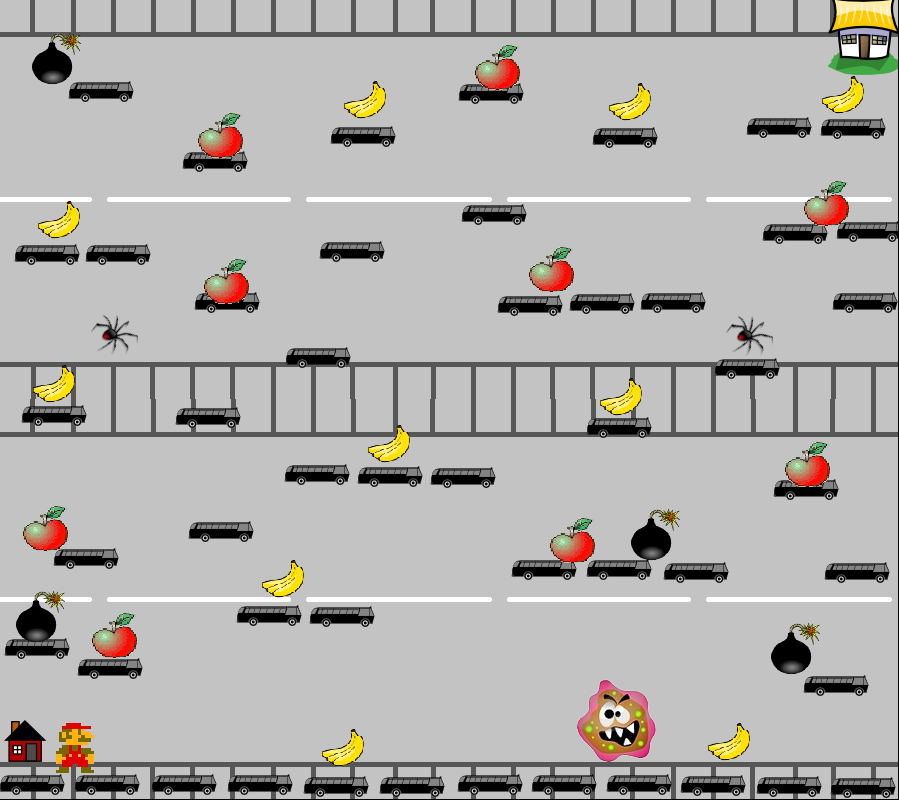
**public void act()**

**{**

**myMusic.play();**

**}}**

**-**Nivelul 2:



**import greenfoot.\*; // (World, Actor, GreenfootImage, Greenfoot and MouseInfo)**

**/\*\***

**\* Write a description of class Fundal2 here.**

**\***

**\* @author (your name)**

**\* @version (a version number or a date)**

**\*/**

**public class Fundal2 extends World**

**{**

**/\*\***

**\* Constructor for objects of class Fundal2.**

**\***

**\*/**

**public Fundal2()**

**{**

**// Create a new world with 600x400 cells with a cell size of 1x1 pixels.**

**super(900, 800, 1);**

**prepare();**

**}**

**/\*\***

**\* Prepare the world for the start of the program. That is: create the initial**

**\* objects and add them to the world.**

**\*/**

**private void prepare()**

**{**

**Masina masina = new Masina();**

**addObject(masina, 123, 630);**

**Masina masina2 = new Masina();**

**addObject(masina2, 265, 611);**

**Masina masina3 = new Masina();**

**addObject(masina3, 418, 603);**

**Masina masina4 = new Masina();**

**addObject(masina4, 562, 584);**

**Masina masina5 = new Masina();**

**addObject(masina5, 709, 577);**

**masina.setLocation(35, 781);**

**masina.setLocation(34, 785);**

**masina2.setLocation(109, 785);**

**masina3.setLocation(186, 785);**

**masina4.setLocation(262, 785);**

**masina5.setLocation(709, 577);**

**masina5.setLocation(709, 577);**

**masina5.setLocation(709, 577);**

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**masina5.setLocation(709, 577);**

**masina5.setLocation(709, 577);**

**masina5.setLocation(709, 577);**

**masina5.setLocation(709, 577);**

**masina5.setLocation(337, 791);**

**Masina masina6 = new Masina();**

**addObject(masina6, 329, 664);**

**Masina masina7 = new Masina();**

**addObject(masina7, 329, 664);**

**Masina masina8 = new Masina();**

**addObject(masina8, 329, 664);**

**masina5.setLocation(338, 789);**

**masina5.setLocation(338, 788);**

**masina5.setLocation(338, 787);**

**masina8.setLocation(418, 786);**

**masina8.setLocation(414, 787);**

**masina7.setLocation(492, 785);**

**masina6.setLocation(329, 664);**

**masina6.setLocation(329, 664);**

**masina6.setLocation(329, 664);**

**masina6.setLocation(329, 664);**

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**masina6.setLocation(329, 664);**

**masina6.setLocation(329, 664);**

**masina6.setLocation(329, 664);**

**masina6.setLocation(566, 785);**

**Masina masina9 = new Masina();**

**addObject(masina9, 664, 690);**

**Masina masina10 = new Masina();**

**addObject(masina10, 664, 690);**

**masina10.setLocation(641, 785);**

**masina9.setLocation(715, 786);**

**Masina masina11 = new Masina();**

**addObject(masina11, 751, 713);**

**Masina masina12 = new Masina();**

**addObject(masina12, 751, 713);**

**masina12.setLocation(791, 787);**

**masina11.setLocation(865, 788);**

**casa casa = new casa();**

**addObject(casa, 30, 747);**

**casa.setLocation(27, 741);**

**Marcel marcel = new Marcel();**

**addObject(marcel, 184, 614);**

**removeObject(marcel);**

**Marcel marcel2 = new Marcel();**

**addObject(marcel2, 77, 737);**

**Masina masina13 = new Masina();**

**addObject(masina13, 52, 659);**

**Masina masina14 = new Masina();**

**addObject(masina14, 146, 638);**

**Masina masina15 = new Masina();**

**addObject(masina15, 146, 638);**

**Masina masina16 = new Masina();**

**addObject(masina16, 146, 638);**

**masina13.setLocation(39, 649);**

**masina16.setLocation(238, 604);**

**masina15.setLocation(182, 526);**

**masina14.setLocation(152, 574);**

**masina14.setLocation(112, 669);**

**masina16.setLocation(220, 601);**

**masina15.setLocation(292, 600);**

**Masina1 masina1 = new Masina1();**

**addObject(masina1, 443, 604);**

**Masina1 masina17 = new Masina1();**

**addObject(masina17, 523, 612);**

**masina17.setLocation(521, 607);**

**masina16.setLocation(250, 624);**

**masina15.setLocation(334, 543);**

**masina15.setLocation(277, 565);**

**masina16.setLocation(271, 616);**

**masina15.setLocation(344, 617);**

**masina1.setLocation(498, 570);**

**masina17.setLocation(573, 570);**

**Masina1 masina18 = new Masina1();**

**addObject(masina18, 652, 576);**

**masina18.setLocation(650, 573);**

**Masina masina19 = new Masina();**

**addObject(masina19, 859, 576);**

**masina19.setLocation(859, 573);**

**Masina1 masina110 = new Masina1();**

**addObject(masina110, 50, 559);**

**masina110.setLocation(40, 559);**

**Masina1 masina111 = new Masina1();**

**addObject(masina111, 175, 532);**

**Masina masina20 = new Masina();**

**addObject(masina20, 326, 474);**

**Masina masina21 = new Masina();**

**addObject(masina21, 407, 481);**

**Masina masina22 = new Masina();**

**addObject(masina22, 492, 478);**

**masina21.setLocation(403, 462);**

**masina20.setLocation(318, 465);**

**masina21.setLocation(391, 463);**

**masina22.setLocation(465, 481);**

**masina22.setLocation(465, 478);**

**masina21.setLocation(392, 477);**

**masina20.setLocation(319, 475);**

**Masina masina23 = new Masina();**

**addObject(masina23, 627, 428);**

**Masina masina24 = new Masina();**

**addObject(masina24, 744, 372);**

**Masina masina25 = new Masina();**

**addObject(masina25, 836, 298);**

**masina23.setLocation(621, 428);**

**masina24.setLocation(749, 369);**

**masina25.setLocation(866, 296);**

**masina25.setLocation(867, 303);**

**Masina1 masina112 = new Masina1();**

**addObject(masina112, 627, 303);**

**Masina1 masina113 = new Masina1();**

**addObject(masina113, 495, 305);**

**Masina1 masina114 = new Masina1();**

**addObject(masina114, 495, 305);**

**masina114.setLocation(556, 304);**

**masina113.setLocation(484, 309);**

**masina113.setLocation(484, 306);**

**Masina1 masina115 = new Masina1();**

**addObject(masina115, 709, 225);**

**Masina1 masina116 = new Masina1();**

**addObject(masina116, 790, 228);**

**masina116.setLocation(803, 217);**

**masina115.setLocation(749, 234);**

**masina116.setLocation(823, 232);**

**Masina masina26 = new Masina();**

**addObject(masina26, 49, 255);**

**Masina masina27 = new Masina();**

**addObject(masina27, 134, 261);**

**Masina masina28 = new Masina();**

**addObject(masina28, 325, 320);**

**masina27.setLocation(120, 255);**

**masina28.setLocation(301, 310);**

**Masina masina29 = new Masina();**

**addObject(masina29, 217, 176);**

**Masina masina30 = new Masina();**

**addObject(masina30, 338, 128);**

**Masina masina31 = new Masina();**

**addObject(masina31, 466, 76);**

**masina30.setLocation(365, 137);**

**masina31.setLocation(493, 94);**

**Masina masina32 = new Masina();**

**addObject(masina32, 667, 133);**

**Masina masina33 = new Masina();**

**addObject(masina33, 748, 137);**

**Masina masina34 = new Masina();**

**addObject(masina34, 834, 141);**

**masina34.setLocation(855, 129);**

**masina33.setLocation(781, 128);**

**masina32.setLocation(704, 128);**

**casa1 casa1 = new casa1();**

**addObject(casa1, 872, 40);**

**casa1.setLocation(867, 37);**

**Banana banana = new Banana();**

**addObject(banana, 368, 108);**

**Banana banana2 = new Banana();**

**addObject(banana2, 712, 93);**

**Banana banana3 = new Banana();**

**addObject(banana3, 626, 399);**

**Banana banana4 = new Banana();**

**addObject(banana4, 393, 448);**

**Banana banana5 = new Banana();**

**addObject(banana5, 60, 221);**

**banana.setLocation(366, 101);**

**banana3.setLocation(622, 398);**

**banana4.setLocation(390, 445);**

**Mar mar = new Mar();**

**addObject(mar, 47, 529);**

**Mar mar2 = new Mar();**

**addObject(mar2, 116, 638);**

**Mar mar3 = new Mar();**

**addObject(mar3, 575, 543);**

**mar2.setLocation(116, 636);**

**mar3.setLocation(574, 541);**

**Mar mar4 = new Mar();**

**addObject(mar4, 828, 204);**

**Mar mar5 = new Mar();**

**addObject(mar5, 553, 273);**

**mar5.setLocation(553, 270);**

**Iarba iarba = new Iarba();**

**addObject(iarba, 30, 347);**

**Iarba iarba2 = new Iarba();**

**addObject(iarba2, 77, 355);**

**Iarba iarba3 = new Iarba();**

**addObject(iarba3, 124, 353);**

**iarba2.setLocation(74, 348);**

**removeObject(iarba2);**

**removeObject(iarba3);**

**removeObject(iarba);**

**Spider spider = new Spider();**

**addObject(spider, 751, 339);**

**Spider spider2 = new Spider();**

**addObject(spider2, 638, 750);**

**Masina masina35 = new Masina();**

**addObject(masina35, 56, 416);**

**Masina1 masina117 = new Masina1();**

**addObject(masina117, 50, 73);**

**Masina1 masina118 = new Masina1();**

**addObject(masina118, 790, 686);**

**bomba bomba = new bomba();**

**addObject(bomba, 798, 648);**

**bomba bomba2 = new bomba();**

**addObject(bomba2, 40, 618);**

**bomba2.setLocation(40, 617);**

**bomba bomba3 = new bomba();**

**addObject(bomba3, 59, 38);**

**masina117.setLocation(55, 92);**

**bomba3.setLocation(56, 52);**

**masina32.setLocation(627, 138);**

**banana2.setLocation(844, 96);**

**bomba bomba4 = new bomba();**

**addObject(bomba4, 657, 533);**

**Stramba stramba = new Stramba();**

**addObject(stramba, 61, 374);**

**stramba.setLocation(169, 475);**

**stramba.setLocation(664, 717);**

**stramba.setLocation(545, 724);**

**stramba.setLocation(427, 729);**

**spider2.setLocation(528, 651);**

**stramba.setLocation(617, 723);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(528, 651);**

**spider2.setLocation(64, 340);**

**Banana banana6 = new Banana();**

**addObject(banana6, 631, 103);**

**Banana banana7 = new Banana();**

**addObject(banana7, 284, 580);**

**Banana banana8 = new Banana();**

**addObject(banana8, 347, 753);**

**Banana banana9 = new Banana();**

**addObject(banana9, 508, 744);**

**banana9.setLocation(730, 743);**

**banana8.setLocation(344, 749);**

**Banana banana10 = new Banana();**

**addObject(banana10, 60, 385);**

**spider2.setLocation(116, 338);**

**banana10.setLocation(55, 385);**

**Masina masina36 = new Masina();**

**addObject(masina36, 217, 426);**

**masina36.setLocation(210, 418);**

**masina29.setLocation(217, 162);**

**masina28.setLocation(320, 358);**

**Masina masina37 = new Masina();**

**addObject(masina37, 237, 309);**

**masina37.setLocation(229, 303);**

**Masina masina38 = new Masina();**

**addObject(masina38, 354, 252);**

**Masina masina39 = new Masina();**

**addObject(masina39, 496, 215);**

**Masina masina40 = new Masina();**

**addObject(masina40, 808, 490);**

**Iarba iarba4 = new Iarba();**

**addObject(iarba4, 818, 468);**

**removeObject(iarba4);**

**Mar mar6 = new Mar();**

**addObject(mar6, 809, 465);**

**Mar mar7 = new Mar();**

**addObject(mar7, 228, 282);**

**Mar mar8 = new Mar();**

**addObject(mar8, 499, 68);**

**Mar mar9 = new Mar();**

**addObject(mar9, 222, 136);**

**bomba3.setLocation(56, 59);**

**bomba.setLocation(795, 649);**

**bomba4.setLocation(655, 535);**

**}**

**}**

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